

SLIM CLIENT GAMING SYSTEM

ABSTRACT OF THE DISCLOSURE

A computer gaming system and method of operation thereof are provided that both drastically reduce the cost of gaming stations and allow contemporaneous access to multiple game programs from a single gaming station. The computer gaming system of the present invention allows for transparent modifications and upgrades to the gaming programs by executing gaming programs on a server/host computer connected to a plurality of client/terminal computers via communication pathways. Each client/terminal computer comprises a client/terminal program that allows input and output streams of the gaming program executed on the server/host computer to be separated and redirected to the client/terminal computers. Since the gaming programs are executed entirely on the server/host computer, with only wagering input and display output operations being executed on the client/terminal computers, the cost of the hardware and software required for each client/terminal computer is greatly reduced. A patron of a client/terminal computer can access any of the gaming programs executed on the server/host computer. Modifications and upgrades of the gaming programs only need to be performed on the server/host computer. By using a stereo head-mounted display together with a joystick input device and wireless communication pathways, the present invention allows a patron to participate in a mobile gaming environment.